

ZOOLLYWOOD

POLAR
QUEST



30
min



2-4
players



10+
age

Lights, Camera, Action!

Zoollywood is the greatest film production company in the Animal Kingdom. Production is about to begin on Zoollywood's next big blockbuster, *The Polar Quest*, and a talented penguin is needed to play the starring role. Two famous penguin actors have made it to the final audition, but only the best penguin can win the part!

What's in the box?

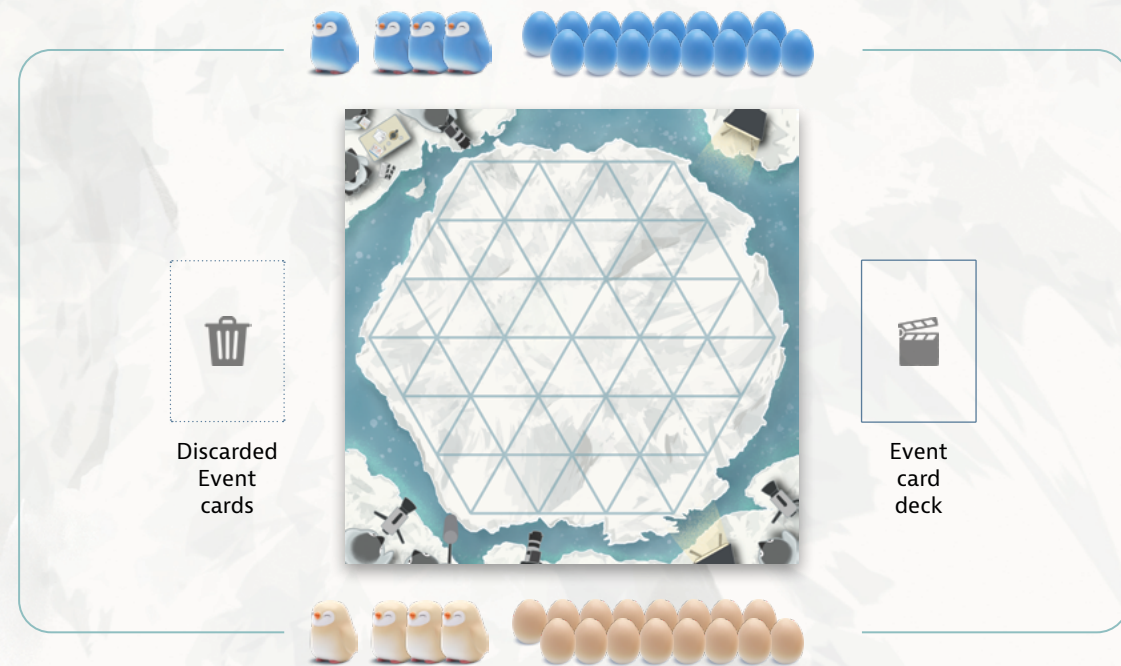


- 1 1 board 2 2 Star Penguins (1 blue & 1 yellow) 3 6 Assistant Penguins (3 blue & 3 yellow)
- 4 32 Eggs (16 blue & 16 yellow) 5 8 Barriers (1 Seagull, 1 Emperor Penguin, 4 Icebergs & 2 Penguin Nests)
- 6 5 Terrain tiles (3 Storms & 2 Tents) 7 5 Barrier bases 8 5 Scene cards
- 9 30 Event cards: 12 Gold card (6 types) & 18 Silvercard (6 types) 10 2 Player Aid cards

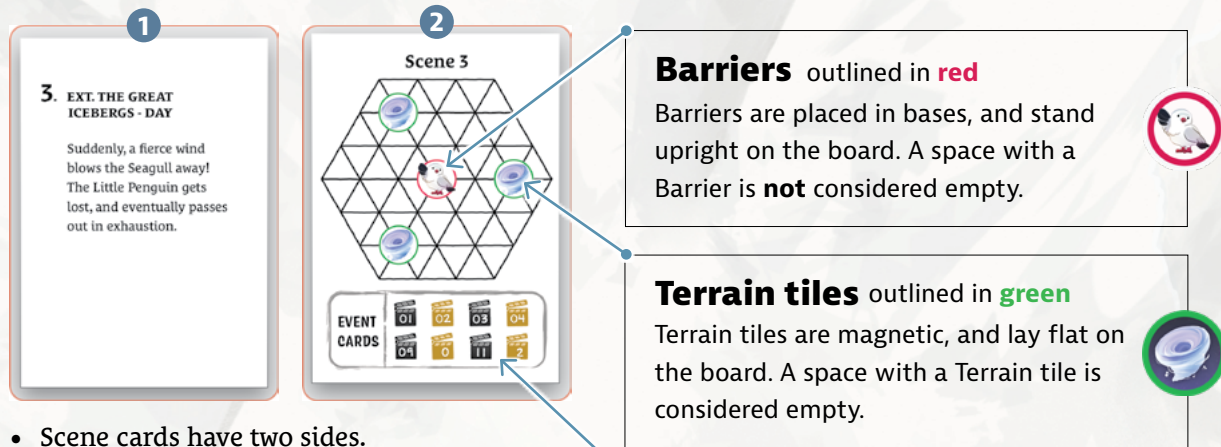
Setup

1. Place the board in the centre of the table.
2. Give each player a set of Penguins and Eggs in their preferred colour.
3. Randomly determine who will be the first player. The second player then chooses a Scene card.
4. Using the back of the chosen Scene card, set up the board and the Event card deck.
5. Beginning with the starting player, each player places an Egg belonging to the opponent (known as an "Rival Egg") into an empty space on the board.

(Note: "Spaces" are the points where lines meet. The "triangle areas" between the spaces are used for special tiles and card effects.)



Scene cards



- Scene cards have two sides.
 - The front of a Scene card explains the story of the scene the penguin actors will be performing.
 - The back of a Scene card provides special setup instructions that are unique for each scene.
- When performing step 4 during setup, use the back of the Scene card selected in step 3 to set up the board and the Event card deck.
- Follow the diagram on the chosen Scene card to place the indicated Barriers and Terrain tiles on the board.
- The Scene card also lists the Event cards that will form the scene's Event card deck.

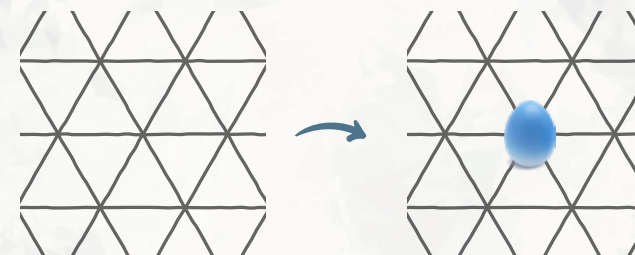
Gameplay

Beginning with the first player, you and your opponent will take turns, taking one action per turn. On your turn, you must take only one of the following three actions:

- A** Landing **B** Hatching **C** Exploring

A. Landing

- Place an unused Egg of your colour on any empty space on the board.
- Before or after you place an Egg during this action, you may play an Event card from your hand. You may play only one card per turn.



B. Hatching

- Replace one of your Eggs on the board with an unused Penguin.



- After your Hatching action, look at the top 2 cards of the Event card deck, then add one of those cards to your hand. Put the other card back on either the top or the bottom of the deck. Then, if you have more than 4 Event cards in your hand, discard down to 4 cards.

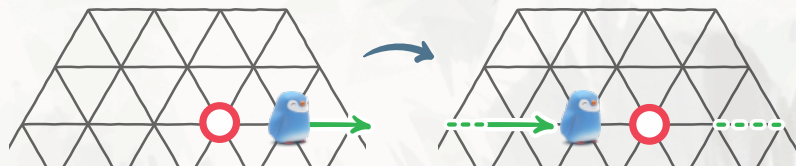
★: You **cannot** replace an Egg with your Star Penguin unless all of your Assistant Penguins are on the board!

C. Exploring

- Move one of your Penguins on the board in any one direction until it is stopped.
 - Because the ice is very slippery, your Penguin must keep moving in one direction until it is stopped by one of your other Penguins, one of your Eggs, or a Barrier. The Penguin will end its movement in the space before the Penguin, Egg, or Barrier that stopped it.



- If your Penguin would move off the edge of the board, it will swim over to the opposite side of the board and continue moving in the same direction. If a Penguin's movement would result in an infinite loop where it would never be stopped, it is considered an illegal move that cannot be made.

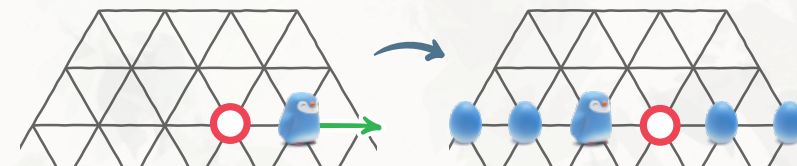


- If your Penguin would move into a space with a rival Egg, it does not stop. The rival Egg is returned to your opponent's unused Eggs, and your Penguin continues moving in the same direction.
- However, if your Penguin would move into a space with a rival Penguin, it is considered an illegal move that cannot be made. Fighting is not allowed on the set during the audition!



Note: Check to make sure the move you want to make with your Penguin is a legal move before physically moving it from its starting space!

- After your Penguin is stopped, place unused Eggs of your colour on each space your Penguin moved through, including the space it started from.



- Before or after your Exploring action, you may play an Event card from your hand. You may play only one card per turn.

★: If you moved your Star Penguin when taking the Exploring action you may, instead of playing an Event card, choose to draw a card from the top of the Event card deck. If you have more than 4 Event cards in your hand, discard down to 4 cards.

Victory

Continue taking turns until one player wins the game.
You immediately win the game if:

- all 16 of your Eggs are placed on the board; or
- your opponent is unable to legally perform any of the three actions.



Barriers & Terrain Tiles

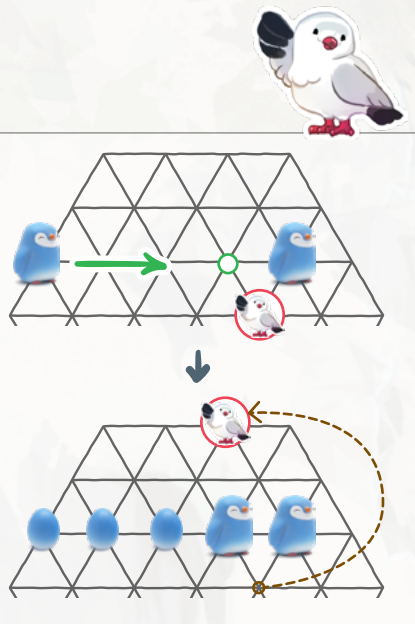
Each scene has unique Barriers and Terrain tiles with their own special effects. Here is a list of all the Barriers and Terrain tiles in the game, and how they work.

○ Barriers

Seagull

When your Penguin moves through or stops at any space adjacent to the Seagull while taking the Exploring action, after completing the action, you must place the Seagull on any other empty space on the board. If there are no empty spaces, remove the Seagull from the game.

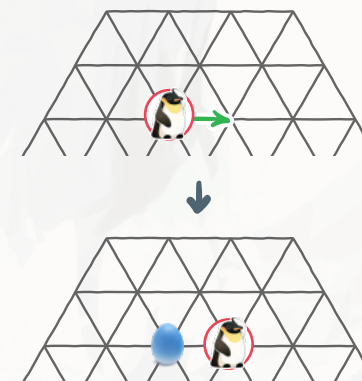
Note: if your Penguin's movement starts next to the Seagull, but does not pass through any other spaces adjacent to it, the Seagull's effect is not triggered.



Emperor Penguin

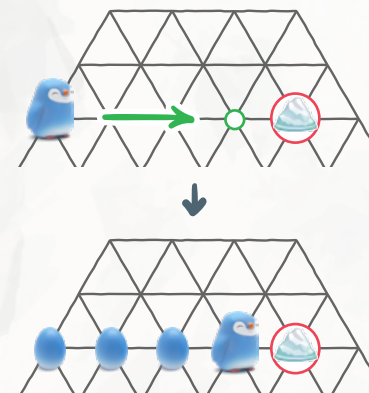
This effect is **optional**: before or after your action on your turn, you may move the Emperor Penguin to an adjacent empty space and place an unused Egg of your colour on its original spot. If there are no empty spaces adjacent to the Emperor Penguin, it cannot be moved. You may move the Emperor Penguin only once per turn.

Note: Like other Penguins, the Emperor Penguin can be moved from one edge of the board to the opposite side.



Iceberg

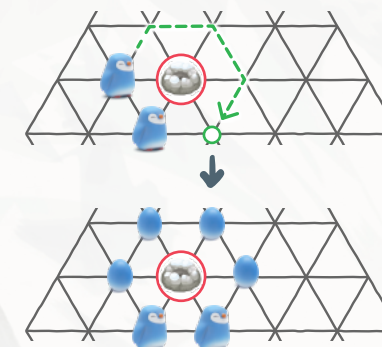
Icebergs are regular Barriers that will stop a Penguin's movement. They have no special effects.



Penguin Nest

This effect is **optional**: when your Penguin stops in a space adjacent to a Penguin Nest, on your next Exploring action, you may choose to move around the Penguin Nest.

Note: If your Penguin moves around the Penguin Nest, its movement must still obey the rules against infinite loops or hitting rival Penguins.

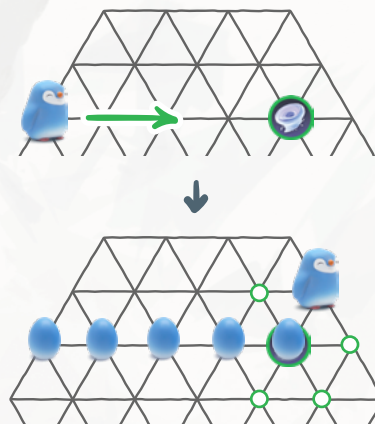


○ Terrain Tiles

Storm

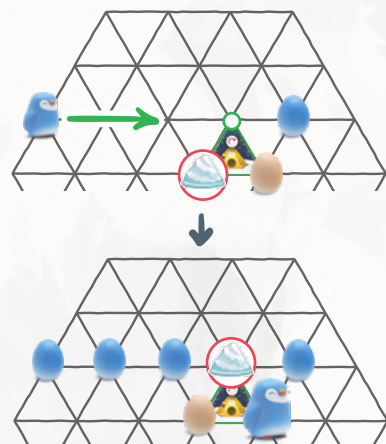
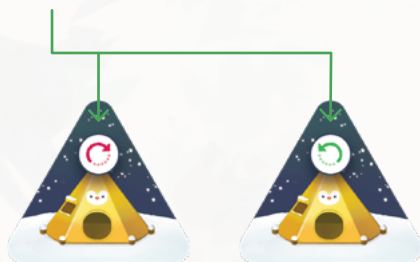
When your Penguin moves into a Storm terrain tile, **STOP** its movement. Then, you must move your Penguin to any space adjacent to the Storm tile (except the space it entered the tile from) that is either empty, or contains a rival Egg (returning this Egg to your opponent). When placing unused Eggs after your Penguin is stopped, place one on the Storm tile as well.

Note: after stopping in the Storm tile, your Penguin can only move to an adjacent space that is empty or contains a rival Egg. If all adjacent spaces are occupied, your Penguin will stop on the Storm tile. When beginning movement on a Storm tile, the Storm's effect is not triggered.



Tent

When your Penguin stops in a space adjacent to a Tent, at the end of your Exploring action, you must rotate your Penguin and any other Penguins, Eggs, or Barriers by one space around the Tent, in the direction marked on the Tent tile.



Team Mode (4 players)

You play in teams of two players, who share the 4 Penguins and the 16 Eggs of the same colour. In Team Mode, set up and play the game as follows:

1. Place the board in the centre of the table. Players of the same team sit across from each other (teams alternate turns).
2. Give each team a set of Penguins and Eggs in their preferred colour.
3. Randomly determine which team will be the first team. The second team then chooses a Scene card.
4. Follow the diagram on the chosen Scene card to place the indicated Barriers and Terrain tiles on the board.
5. Take all cards with numbers matching those listed on the Scene card. Each team take 4 different silver cards.
6. For each team, the first teammate secretly chooses 1 card and gives the remaining 3 cards to the other teammate. The second teammate chooses 1 card and puts the other 2 cards back. Shuffle the remaining 16 cards to make the Event card deck.
7. Beginning with the first team, each team places a rival Egg on any empty space on the board.
8. Beginning with the first player of the starting team, players will take turns in clockwise order.
9. During the game, if you have more than 3 Event cards in your hand, you must immediately discard down to 3 cards.
10. On your turn, you can only play a card from your own hand and you cannot tell your teammate what cards you have.



Free Mode

Once you become familiar with the rules, you can try Free Mode, which lets you make up your own scenes! It is a customizable and infinitely replayable gaming experience. In a 2-player Free Mode game, set up the game as follows:

1. Place the board in the centre of the table.
2. Give each player a set of Penguins and Eggs in their preferred colour.
3. As long as both players agree, they can decide how many Penguins to use and whether they want to play with the Star Penguin's additional rule, or just to treat the Star Penguin as a regular Penguin.
4. Randomly determine who will be the first player.
5. Set up the board:
 - The second player chooses one component set from the list of Free Mode component sets and places it on the board.
 - The first player then chooses a component set from the same list and places it on the board. As long as the components are available, you may select the same set as the previous player.
 - The second player then chooses one more component set and places it on the board.
6. Set up the Event card deck:
 - The Event card deck must contain exactly 20 cards, with 4 sets of gold cards, and 4 sets of silver cards. Any of the Event card sets may be used, but both players must agree on which ones to use.
 - Each player takes 4 different silver cards. Secretly choose 2 cards as their starting hands and put the other 2 cards back. Shuffle the remaining 16 cards to make the Event card deck.

Note: You may also choose not to use Event cards at all.

7. Beginning with the first player, each player places a rival Egg on any empty space on the board.

Free Mode Component Sets



Seagull
x 1



Iceberg
x2 or x1



Storm
x1



Emperor Penguin
x1



Penguin Nest
x 1



Tent
x 1



Frequently Asked Questions (FAQ)

Q1. Some Event Cards ask me to do something that's against the game rules! What do I do?

A1. Always follow the instructions on an Event Card, even if that would cause you to break the rules of the game.

Q2. If my Penguin would move off the game board and swim to the opposite side, but the space it would move into contains one of my Eggs or Penguins, what happens?

A2. Your Penguin will stop on the edge of the board and not move to the opposite side.

Q3. If multiple Barrier/Terrain effects are triggered at the same time, in what order should I

trigger them?

A3. You can decide the order to trigger the Barrier/Terrain effects.

Q4. The Event Card deck is empty, and I need to draw cards. What should I do?

A4. You do not draw any cards. Do not reshuffle the discarded Event Cards to form a new deck.

Q5. Some Event Cards ask me to choose a "triangle area" on the game board. What does this mean?

A5. The "triangle area" means one of the small triangles on the game board, which all have three spaces adjacent to each other.

Q6. When my Penguin stops on the edge of the board because the opposite side is occupied by the Seagull, if the movement does not pass through any other spaces adjacent to the Seagull, can I trigger the Seagull's effect?

A6. No, you cannot trigger the Seagull's effect.

Q7. If a Storm terrain tile is placed at the edge of the board. When my Penguin is stopped on the tile, can I move the Penguin to the opposite side of the board?

A7. No, you cannot move to the opposite side of the board.

Q8. Event Card #9 replaces one of my Penguins and one rival Penguin with unused Eggs. If I have no Penguins on the board, what do I do?

A8. You cannot use the Event Card.

Q9. In Team Mode, if both my teammate and I have Event Card #10, when an opponent plays an Event Card, who can play a #10 card to cancel his effect?

A9. Either of you can play the #10 Event Card to cancel the effect.

Q10. Event Card #11 requires an unused Penguin and an unsued Egg. If I no longer have unused Penguins, what do I do?

A10. Put an unused Egg in one hand and leave

the other hand empty. If the empty hand is chosen, nothing will happen.

Q11. If an unused Penguin is placed on the board by the effect of an Event Card, can I place my Star Penguin?

A11. Like with the Hatching action, you can only place your Star Penguin after all of your Assistant Penguins are on the game board.

Q12. After the Star Penguin is placed on the board, if an Assistant Penguin is removed from the board by the effect of an Event Card, what will happen to my Star Penguin?

A12. In this case, the Star Penguin will stay on the board and can be used normally.



ZOOLYWOOD

POLAR QUEST

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